* Classes:
* Stage/Game
  + Countdowns appear associating with the boss battle,
  + They are either 0, 25, or 45s, and then the stage changes for next battle/boss intensification
* Player
  + Health updates
  + Bullet and enemy collisions
  + Moving ability
  + Slow moving ability
  + Alternating costumes
  + Power ups
* Enemy
  + Shooting styles
    - Bullet patterns
    - bullet type
    - bullet direction
    - ownership changes
  + Moving pattern
  + Alternating costumes
  + Countdowns for stage
    - Low: none, mid (depends; 0-27s), high 45s
* LowEnemy
* MidEnemy
* BossEnemy
* EnemyFactory
* Entity
  + Abstract class
* Bullet
  + Pattern
  + Type
  + Direction
  + Position
* BulletFactory
* BulletPathing
* EntityPathing
* GruntPathing1 / LowEnemyPathing
* MidEnemyPathing
* BossEnemyPathing
* PathingFactory
* PathingTypes
* Priorities:
  + LowEnemy
  + MidEnemy
  + BossEnemy
  + EnemyFactory
  + EntityPathing
  + GruntPathing1 / LowEnemyPathing
  + MidEnemyPathing
  + BossEnemyPathing
  + PathingFactory
  + PathingTypes
  + Stage/Game
  + Player